

## Steven Universe Mad Libs

In this alarming book, reporter Jayna Davis tells of her amazing journey leading from the smoking rubble of the Murrah Federal Building to the sleazy haunts of John Doe #2, the mysterious Middle East suspect who the Justice Department was at first desperate to find?then insisted never existed. With a reporter's practiced skill, Jayna Davis unscrambles the convoluted and distorted facts of the Oklahoma City bombing to present a compelling case that proves Timothy McVeigh and Terry Nichols did not act alone and in fact worked in tandem with Middle East connections that lead directly to Saddam Hussein's personal army. Ten years after the tragic April 19 bombing, this revised edition of the controversial book that captured the attention of the 9/11 Commission offers new information and a new afterword that covers the Iraq War, the verdict in the Nichols state murder trial, and recent confirmation of Al-Qaeda General Al-Zawahiri's visit to OKC to approve the bombing.

The bestselling author of *E=mc<sup>2</sup>* weaves tales of romance, divine inspiration, and fraud through an account of the invisible force that permeates our universe—electricity—and introduces us to the virtuoso scientists who plumbed its secrets. For centuries, electricity was seen as little more than a curious property of certain substances that sparked when rubbed. Then, in the 1790s, Alessandro Volta began the scientific investigation that ignited an explosion of knowledge and invention. The force that once seemed inconsequential was revealed to be responsible for everything from the structure of the atom to the functioning of our brains. In harnessing its power, we have created a world of wonders—complete with roller coasters and radar, computer networks and psychopharmaceuticals. In *Electric Universe*, the great discoverers come to life in all their brilliance and idiosyncrasy, including the visionary Michael Faraday, who struggled against the prejudices of the British class system, and Samuel Morse, a painter who, before inventing the telegraph, ran for mayor of New York City on a platform of persecuting Catholics. Here too is Alan Turing, whose dream of a marvelous thinking machine—what we know as the computer—was met with indifference, and who ended his life in despair after British authorities forced him to undergo experimental treatments to “cure” his homosexuality. From the frigid waters of the Atlantic to the streets of Hamburg during a World War II firestorm to the interior of the human body, *Electric Universe* is a mesmerizing journey of discovery.

The official sequel to the bestselling *Steven Universe: Art & Origins* *Steven Universe: End of an Era* is the eagerly anticipated follow-up to the bestselling behind-the-scenes companion book *Steven Universe: Art & Origins*. Showcasing new concept art, storyboards, background paintings, and exclusive interviews, *End of an Era* will update the history of the Emmy Award–winning series to cover season four through to the critically acclaimed finale, “Change Your Mind,” and beyond. Fans can expect a special focus on creator and showrunner Rebecca Sugar’s elaborate process for creating the lore for the series, as she and the crew reveal how they discovered and developed the complete story arc for each character, as well as how they were able to design a show that so refreshingly captures and celebrates the experience of childhood. *Steven Universe: End of an Era* is a heartfelt send-off to one of the most progressive, imaginative, and beloved animated series of our time.

This oversized book is the comprehensive companion to the art and making of the *The Venture Bros.* and includes a foreword by Patton Oswalt! Ken Plume sits down with series creators Jackson Publick and Doc Hammer to have a conversation about the creation of every single episode through season six and much more. From the earliest sketches of Hank and Dean scribbled in a notebook, pitching the series to Cartoon Network's Adult Swim, learning the ins and outs of animation, character designs for each season, storyboards, painted backgrounds, behind-the-scenes recollections of how the show came together, it's all here. Features behind-the-scenes info and art covering every episode of all six seasons. Written by *Venture Bros.* creators Jackson Publik and Doc Hammer, with intro by Patton Oswalt. An all-encompassing look at the characters, art, history and influences of the beloved series. Never before seen *Venture Bros.* artwork!

Attention fans of *Lunch Lady* and *Steven Universe*! Middle grade graphic novel superhero-in-training Dolphin Girl is back fending off cold cut storms and learning to deal with a new (super-annoying) rival in the second book in this side-splitting series. Ever since the evil Sea Cow tried to steal Dolphin Girl and Captain Dugong’s restaurant/hideout in *Trouble in Pizza Paradise!*, business has been bad. Dolphin Girl attempts to rebrand the restaurant, but everyone who works there hates the new outfits and the new music. Even worse, there’s a new superhero in town—everyone loves, Wonder Friend and they seemingly can do no wrong. On the other hand, Dolphin Girl is getting everything wrong. But when Sea Cow returns to cover Midwestern Deerburbia in a blizzard of baloney, Dolphin Girl and Otter Boy have no choice but to team up with the all-too-wonderful Wonder Friend to prevent their town from becoming a big Jimmy John’s sandwich! With bold, bright, energetic illustration *Into the Baloney Storm* serves up a graphic novel that fans of *Steven Universe* will be eager to sink their teeth into.

The idea is simple. Someone asks for a part of speech: a verb, a noun, an adjective, or an adverb. We've included definitions and examples of the parts of speech in case you've forgotten. Players call out their ideas to fill in the blanks and in the end, you have a story reeling from one silly sentence to another until nothing makes sense. That's what you call a Mad Lib®, the world's greatest word game. Players have been howling with friends or laughing all to themselves for over 35 years! Here's where the fun begins. Check out *The Original Mad Libs®*. Once you hear the laughs this one inspires, you'll probably want to play the rest.

It’s not all laughter and peanuts for Wirt, Greg, and Beatrice when they stumble upon a circus in the Unknown. What starts as good fun quickly becomes a dangerous situation when the Ringmaster sets his eyes on Beatrice to be his next star attraction. Wirt and Greg must work together with past-his-prime Strongman Frederico and down-in-the-dumps

clown Paola to infiltrate the circus and rescue Beatrice. Join Eisner Award-winning writer Jonathan Case (Before Tomorrowland) and newcomer artist John Golden (Boneman) as the Eisner Award-winning Over the Garden Wall™ series continues its journey into the Unknown with this all-new original story!

While in Greece making a film about Alexander the Great, Alec Ramsay and the Black Stallion get lost and find an immortal city ruled by the tyrannical, ancient Thracian god-king Diomedes, whose flesh-eating mare, not yet tamed by Hercules, takes an dangerous interest in the Black Stallion.

What is consciousness? What is it like to feel pain, or to see the color red? Do robots and computers really think? For that matter, do plants and amoebas think? If we ever meet intelligent aliens, will we be able to understand what they say to us? Philosophers and scientists are still unable to answer questions like these. Perhaps science fiction can help. In Discognition, Steven Shaviro looks at science fiction novels and stories that explore the extreme possibilities of human and alien sentience.

This Rebus Puzzles Game is a massive collection of word & picture puzzles that contain a hidden word, phrase or idiom. These have been popular for hundreds of years. This book contains easy to mind bending rebus puzzles to keep young and old entertained and challenged for hours! And do not worry, the answers are in the back. This book is sure to keep you thoroughly entertained.

Charlie Brown and his friends define love. Various quips, quotes, and humorous sayings pair perfectly with these original illustrations. A Charles Schulz original work, reprinted for timeless treasury. Join Charlie Brown and the gang as they each define love in their unique Peanuts way. Original Charles M. Schulz illustrations paired with Peanuts quips about the meaning of love will warm your heart. These collector's editions perfectly recreate the original look and feel of the best-loved Peanuts books—their paper, their ink, even their lamination. And of course, the heartwarming content that charmed the world, sold millions, and launched the career of Charles M. Schulz remains untouched. On every spread there's a tiny tidbit of wisdom from one of the gang, along with one of Schulz's irresistible drawings. It's a trip down memory lane that every Peanuts fan will cherish.

The instant New York Times bestseller about humanity's place in the universe—and how we understand it. “Vivid...impressive....Splendidly informative.”—The New York Times “Succeeds spectacularly.”—Science “A tour de force.”—Salon Already internationally acclaimed for his elegant, lucid writing on the most challenging notions in modern physics, Sean Carroll is emerging as one of the greatest humanist thinkers of his generation as he brings his extraordinary intellect to bear not only on Higgs bosons and extra dimensions but now also on our deepest personal questions: Where are we? Who are we? Are our emotions, our beliefs, and our hopes and dreams ultimately meaningless out there in the void? Do human purpose and meaning fit into a scientific worldview? In short chapters filled with intriguing historical anecdotes, personal asides, and rigorous exposition, readers learn the difference between how the world works at the quantum level, the cosmic level, and the human level—and then how each connects to the other. Carroll's presentation of the principles that have guided the scientific revolution from Darwin and Einstein to the origins of life, consciousness, and the universe is dazzlingly unique. Carroll shows how an avalanche of discoveries in the past few hundred years has changed our world and what really matters to us. Our lives are dwarfed like never before by the immensity of space and time, but they are redeemed by our capacity to comprehend it and give it meaning. The Big Picture is an unprecedented scientific worldview, a tour de force that will sit on shelves alongside the works of Stephen Hawking, Carl Sagan, Daniel Dennett, and E. O. Wilson for years to come.

From the bestselling author of How We Got To Now, The Ghost Map and Farsighted, a new national bestseller: the “exhilarating”( Los Angeles Times) story of Joseph Priestley, “a founding father long forgotten”(Newsweek) and a brilliant man who embodied the relationship between science, religion, and politics for America's Founding Fathers. In The Invention of Air, national bestselling author Steven Johnson tells the fascinating story of Joseph Priestley—scientist and theologian, protégé of Benjamin Franklin, friend of Thomas Jefferson—an eighteenth-century radical thinker who played pivotal roles in the invention of ecosystem science, the discovery of oxygen, the uses of oxygen, scientific experimentation, the founding of the Unitarian Church, and the intellectual development of the United States. As he did so masterfully in The Ghost Map, Steven Johnson uses a dramatic historical story to explore themes that have long engaged him: innovative strategies, intellectual models, and the way new ideas emerge and spread, and the environments that foster these breakthroughs.

Now optioned as a TV series for HBO, with executive producer George R. R. Martin! An award-winning literary author enters the world of magical realism with her World Fantasy Award-winning novel of a remarkable woman in post-apocalyptic Africa. In a post-apocalyptic Africa, the world has changed in many ways; yet in one region genocide between tribes still bloodies the land. A woman who has survived the annihilation of her village and a terrible rape by an enemy general wanders into the desert, hoping to die. Instead, she gives birth to an angry baby girl with hair and skin the color of sand. Grippled by the certainty that her daughter is different—special—she names her Onyesonwu, which means "Who fears death?" in an ancient language. It doesn't take long for Onye to understand that she is physically and socially marked by the circumstances of her conception. She is Ewu—a child of rape who is expected to live a life of violence, a half-breed rejected by her community. But Onye is not the average Ewu. Even as a child, she manifests the beginnings of a remarkable and unique magic. As she grows, so do her abilities, and during an inadvertent visit to the spirit realm, she learns something terrifying: someone powerful is trying to kill her. Desperate to elude her would-be murderer and to understand her own nature, she embarks on a journey in which she grapples with nature, tradition, history, true love, and the spiritual mysteries of her culture, and ultimately learns why she was given the name she bears: Who Fears Death.

Mad Libs is the world's greatest word game and the perfect gift or activity for anyone who likes to laugh! Write in the missing words on each page to create your own hilariously funny stories all about Scooby-Doo! I would've gotten away with it if it weren't for you meddling PLURAL NOUN! With 21 "fill-in-the-blank" stories about hidden clues, costumed

villains, and mysterious disappearances, Scooby-Doo Mad Libs will make you feel like you're a part of Mystery Incorporated! Play alone, in a group, or in a haunted forest! Mad Libs are a fun family activity recommended for ages 8 to NUMBER. Scooby-Doo Mad Libs includes: - Silly stories: 21 fill-in-the-blank stories all about Scooby, Shaggy, Velma, Fred, and Daphne! - Language arts practice: Mad Libs are a great way to build reading comprehension and grammar skills. - Fun With Friends: each story is a chance for friends to work together to create unique stories!

Examines the effort to discover the Higgs boson particle by tracing the development and use of the Large Hadron Collider and how its findings are dramatically shaping scientific understandings while enabling world-changing innovations.

Delight in terrifying new stories featuring the world's fastest and most famous Hedgehog hero, Sonic! Sonic may be the fastest hero in the world, but he must rely on his friends to stay ahead of Dr. Eggman's creepy plots! In Sonic and the Tales of Terror, Dr. Eggman and his cronies concoct mysterious schemes to trap Sonic in three stories with original illustrations. This set of stories is another must-have title for long-time fans eager for new content!

Blending Eastern and Western philosophies with insights into nature, ecology, and physiology, this exploration of the place of humankind within the universe—and our individual stations—is both intellectual and approachable. Thinkers, writers, scientists, and educators of all stripes come together to examine subjects ranging from the nature of reality to brain science to the impact of technology on our world views, and more. They reveal that "the universe" may actually be comprised of multiple "universes" that overlap like the skin of an onion; peel away one layer of reality, and there's others waiting to be experienced, if not completely understood. The book presents intriguing ideas from visionaries ranging from Jesus to Galileo, Newton to Descartes, and Kant to Einstein, among many others.

Jesus was the only person in history who did "everything" right--not only in saving the world but also in daily life. He was the greatest leader and the most influential person ever. Jesus' life gives readers a model for success with significance that never has been equaled. Includes a group discussion guide.

Calling all Bob's Burgers fans Our Mad Libs features 21 hilarious, original stories inspired by the hit FOX television series This book makes a great buy for all your Bob's Burgers-obsessed friends

Dive into a hilarious new middle grade graphic novel series as superhero-in-training Dolphin Girl faces off against fearsome(ish) foes to save her Midwest suburban town. Perfect for fans of Zita the Space Girl and Moon Girl and Devil Dinosaur. In small-town Deerburbia, Michigan, young superhero Dolphin Girl and her dad, Captain Dewgong, are planning their tropical-themed restaurant, Pizza Paradise. But danger is never far away. One day, while her dad is training her in signature moves (Blowhole cannon! Extreme breath holding!), they get word that their rivals are up to no good. It's time to swim into action! But when Captain Dugong flakes on Dolphin Girl, she must summon her inner sea mammal and flip the situation. Recruiting Pizza Paradise's gamemaster Keith to help, it's time to sink the Sea Cow and save the day! With a lot of silliness, spirit, and sea creature sass, Trouble in Pizza Paradise! introduces a new superhero sure to make a super splash!

From the New York Times–bestselling author of *Where Good Ideas Come From* and *Extra Life*, a new look at the power and legacy of great ideas. In this illustrated history, Steven Johnson explores the history of innovation over centuries, tracing facets of modern life (refrigeration, clocks, and eyeglass lenses, to name a few) from their creation by hobbyists, amateurs, and entrepreneurs to their unintended historical consequences. Filled with surprising stories of accidental genius and brilliant mistakes—from the French publisher who invented the phonograph before Edison but forgot to include playback, to the Hollywood movie star who helped invent the technology behind Wi-Fi and Bluetooth—*How We Got to Now* investigates the secret history behind the everyday objects of contemporary life. In his trademark style, Johnson examines unexpected connections between seemingly unrelated fields: how the invention of air-conditioning enabled the largest migration of human beings in the history of the species—to cities such as Dubai or Phoenix, which would otherwise be virtually uninhabitable; how pendulum clocks helped trigger the industrial revolution; and how clean water made it possible to manufacture computer chips. Accompanied by a major six-part television series on PBS, *How We Got to Now* is the story of collaborative networks building the modern world, written in the provocative, informative, and engaging style that has earned Johnson fans around the globe.

Features 21 stories based on the television series.

Go behind the scenes of Cartoon Network's highly anticipated film with this unique art book! This magical deep-dive into *Steven Universe The Movie* is designed by Ryan Sands (Frontier) in conjunction with *Steven Universe* creator Rebecca Sugar! See preliminary character designs, witness the formation of settings and storyboards, and discover the art that shaped the full-length movie! It's a new kind of artistic adventure with Garnet, Amethyst, Pearl, and--of course--Steven.

A master of literary transformation, Pulitzer Prize-winner Steven Millhauser turns his attention to the transformations of love in these three hypnotic novellas. While ostensibly showing her home to a prospective buyer, the narrator of "Revenge" unfolds an origami-like narrative of betrayal and psychic violence. In "An Adventure of Don Juan" the legendary seducer seeks out new diversion on an English country estate with devastating results. And the title novella retells the story of Tristan and Ysolt from the agonized perspective of King Mark, a husband who compulsively looks for evidence of his wife's adultery yet compulsively denies what he finds. Combining enchantment as ancient as Sheherezade's with up-to-the-minute acuity and unease, *The King in the Tree* is Millhauser at his best.

A super fun book based on *Steven Universe*, a hugely popular Cartoon Network show about Steven, an endearing, lovable boy with growing magical abilities, and the Crystal Gems, a trio of powerful women who watch over Steven and protect humankind from harm. Are you ready to join Steven and his crew on heroic adventures? Test your knowledge of all things *Steven Universe* with quizzes about the Crystal Gems and Beach City, try your hand at a job at the Donut Shop, and design your own game for the Funland Arcade. It's like you and Steven were destined to be best buds!

"A house of wonders itself. . . . Wonderland inspires grins and well-what-d'ya-knows" —The New York Times Book Review From the New York Times–bestselling author of *How We Got to Now* and *Extra Life*, a look at the world-changing innovations we made while keeping ourselves entertained. This lushly illustrated history of popular entertainment takes a long-zoom approach, contending that the pursuit of novelty and wonder is a powerful driver of world-shaping technological change. Steven Johnson argues that, throughout history, the cutting edge of innovation lies wherever people are working the hardest to

keep themselves and others amused. Johnson's storytelling is just as delightful as the inventions he describes, full of surprising stops along the journey from simple concepts to complex modern systems. He introduces us to the colorful innovators of leisure: the explorers, proprietors, showmen, and artists who changed the trajectory of history with their luxurious wares, exotic meals, taverns, gambling tables, and magic shows. In *Wonderland*, Johnson compellingly argues that observers of technological and social trends should be looking for clues in novel amusements. You'll find the future wherever people are having the most fun.

All the hits from Season 1 of *Steven Universe*! *Steven Universe* may have inherited his magical abilities from his mother, Rose Quartz, but there's no doubt that his love of music comes from his father, Greg Universe. Now, fans can learn to sing and play all of Steven's favorite songs--from the tunes he learns on his ukulele, to his father's guitar hits, as well as original songs sung by each of the Crystal Gems. This music book also gives kids the tools and inspiration they need to write their own songs!

Best-selling author Rick Riordan presents the sequel to the critically acclaimed *Sal and Gabi Break the Universe*, a brilliant sci-fi romp with Cuban influence. Among many other challenges, Sal and Gabi have to try to make everything right with our world when there is a rogue Gabi from another universe running loose. Sal Vidon doesn't want to live a Mami-free life. Pulling different versions of his mother from other universes is how he copes with missing his own, who died years ago. But Sal's father, a calamity physicist, is trying to shut down all the wormholes Sal creates, because Papi thinks they are eroding the very fabric of our world. All of Papi's efforts are in vain, however, because a Gabi from another universe has gone rogue and is popping up all over the place, seeking revenge for the fact that her world has been destroyed. While Sal and Gabi work together to keep both Papi and Rogue Gabi under control, they also have to solve the mystery of Yasmany, who has gone missing from school. Could it have something to do with the wormhole in the back of his locker? Readers who enjoyed *Sal and Gabi Break the Universe* will relish being back in the world of Culeco Academy and the Coral Castle along with such unforgettable characters as American Stepmom, the Gabi-Dads, Principal Torres, and the sassy entropy sweeper. With multiple Sals and Gabis in charge, it's no wonder this sequel offers even more hilarious weirdness and love than the first book.

After the publication of his best-selling book *Power Animals*, many people inquired about the meaning of spirit animals that were not contained in that work. In *Animal Spirit Guides*, Dr. Farmer provides concise, relevant details about the significance of more than 200 animals that may come to you in physical or symbolic form as guides and teachers. With each animal listed, you'll find general meanings of the visitation; practical ways that they can help you as spirit guides; and how, as your power animal, they reflect characteristics that you possess. You'll also find a "whom-to-call-on" section that will tell you which animal spirit guide to call on for any specific purpose.

Cartoons that draw their creator into another world; demonic paintings that exert a sinister influence on our own. Fairy tales that express the secret losses and anxieties of their tellers. These are the elements that Steven Millhauser employs to such marvelous—and often disquieting—effect in *Little Kingdoms*, a collection whose three novellas suggest magical companion pieces to his acclaimed longer fictions. In "The Little Kingdom of J. Franklin Payne," a gentle eccentric constructs an elaborate alternate universe that is all the more appealing for being transparently unreal. "The Princess, the Dwarf, and the Dungeon" is at once a gothic tale of nightmarish jealousy and a meditation on the human need for exaltation and horror. And "Catalogue of the Exhibition" introduces us to the oeuvre of Edmund Moorash, a Romantic painter who might have been imagined by Nabokov or Poe. Exuberantly inventive, as mysterious as dreams, these novellas will delight, mesmerize, and transport anyone who reads them. Josceline Fenton (*Hemlock*) and Chrystin Garland (*Adventure Time*) help keep Beach City weird with this new four-issue miniseries. Steven takes the Gems out for a camping trip and tells them spooky stories around the camp fire. The Gems don't give him much of a reaction, but they do tell him a spooky story of their own about a monster who turns bad Gems into glass and shatters them. Pearl assures a terrified Steven that it's just a story, but suddenly people around Beach City start turning up frozen in glass...

'Captain Proton' first appeared on *Star Trek: Voyager* as a series of 1940s-era space-age melodramas enacted on the holodeck by the crew for their own amusement. Now, produced as a facsimile of a typical 1940s pulp magazine, *CAPTAIN PROTON!* collects together a number of deliciously over-the-top sci-fi adventure stories starring the *Voyager* holodeck cast and told in classic, breathless *Flash Gordon* style. Now read on... When Queen Indrani of the Fems Fatale kidnaps Captain Proton's faithful secretary Constance Goodheart it is only the first step in another diabolical plan to conquer the Incorporated Planets. It soon becomes clear that there is more to her plot than meets the eye, as on the very edge of death Captain Proton is saved by a power Not Of This Universe... Caught in an eons-old fight between alien races, who can Captain Proton trust? No-one, not even Ace Reporter Buster Kincaid. Can Captain Proton save the galaxy from the forces of evil AND save Constance Goodheart from the Giant Carp of Greyhawk II? Also in this volume: Doctor Chaotica plots the Death of the Interstellar Patrol; a Constance Goodheart short (can she find Captain Proton before she shrinks to a size too small to be seen or heard?) and a Buster Kincaid adventure. Don't miss this exciting issue... !

"With games, puzzles, and a whole bunch of stickers!"--Front cover.

Designed to present chemistry in a new, approachable way, this book explores the history and application of chemistry in the natural world. With incredible artwork from Ximo Abadía, the reader can visualize the 118 known elements and explore the chemical makeup of the universe. With engaging, easy-to-understand text by acclaimed science writer Colin Stuart, this title will truly captivate and inspire.

Discover the magic hidden inside you! Steven's mother, Rose Quartz, was a member of the powerful Crystal Gems. She passed along some of her magic to her son when he was born, but because his father is an ordinary human, Steven has trouble accessing his magical abilities. Help Steven discover his powers--and learn about some of your own hidden strengths--in this colorful journal and activity book!

In this fascinating book, Steven Farmer guides you through a journey on the accompanying audio download to discover and connect with your power animal. Once you've determined who your power animal is, you can refer to the text to learn what this says about you, find instructions on how to call upon the spirit animal, and read a channeled message for you from that animal spirit. You'll also find out which animal spirit to call on for particular situations, and additional tracks on the audio will help you consult your power animal as an oracle. Your power animal will not only help you develop a greater sense of personal and spiritual power, but will also help you heal physically, emotionally, and spiritually—as well as guide you through difficult life transitions. Working with your power animal will put you in touch with your own instinctual nature, thereby increasing your

intuitive awareness and enhancing every area of your life.

Uncle Grandpa Mad Libs features 21 hilarious stories based on the hit Cartoon Network television show. At only \$3.99 a pop, it's easy to pick one (or ten!) up for your next roadtrip, with or without the Uncle Grandpa-style RV!

Following the publication of the popular and best-selling Animal Spirit Guides, several people commented that they would like to see a smaller pocket-sized version—one they could carry in their purse, handbag, or car. Those requests have now resulted in this condensed edition, where you'll find all the spirit animals from the original edition plus some new ones in a format that makes it even more user-friendly. Just as our ancestors and indigenous peoples knew, when an animal comes to you in an unusual way or repeatedly, whether in physical or symbolic form, they are serving as spirit guides attempting to get a message to you. This convenient pocket guide will help you understand and discern these messages whenever this occurs by offering several possible interpretations for the animal you encounter. This is a book that you will enjoy and find useful for many years to come.

Steven Universe Mad Libs features 21 hilarious stories based on the laugh-out-loud funny Cartoon Network television show for only \$3.99.

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